Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

12.   (Previously Presented) A method for generating fur comprising:

producing a plurality of hairs representative of a coat of fur;

modifying at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for an area:

identifying a hair of a plurality of hairs of the area as a clump-center hair,

identifying an area size,

indicating clump area parameters including clump-density, clump-size, and clump-percent,

determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the clump-center hair and area size,

orienting the clump area hairs according to the clump area parameters including clump-density, clump-size, and clump-percent, and

dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

13-64. (Canceled)

65.   (Previously Presented) The method as set forth in claim 12, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

66.   (Previously Presented) The method as set forth in claim 12, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

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67.   (Previously Presented) The method as set forth in claim 12, wherein the clump
area parameters further comprise a clump-rate, wherein orienting the clump area hairs according
to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair,
the degree of attraction corresponding to the clump-rate.

68.   (Previously Presented) A computer readable medium containing executable
instructions which, when executed in a processing system, cause the system to perform a method
for generating fur comprising:
        producing a plurality of hairs representative of a coat of fur;
        modifying at least one area of hair to provide a visual effect to the area of hair in response
to an external influence, comprising for an area:
        identifying a hair of a plurality of hairs of the area as a clump-center hair,
        identifying an area size,
        indicating clump area parameters including clump-density, clump-size, and clump-
percent,
        determining hairs of the plurality of hairs that are within the area as clump area hairs, the
area located according to the clump-center hair and area size,
        orienting the clump area hairs according to the clump area parameters including clump-
density, clump-size, and clump-percent, and
        dynamically varying the clump area parameters including clump-density, clump-size, and
clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur
appearances.

69.   (Previously Presented) The computer readable medium as set forth in claim 68,
wherein the clump area parameters including clump-density, clump-size, and clump-percent are
dynamically varied to provide animated clumping effects.

70.   (Previously Presented) The computer readable medium as set forth in claim
68,wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip
of each clump hair to be closer to the tip of the clump-center hair, the amount of closeness
corresponding to the clump-percent.

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71.   (Previously Presented) The computer readable medium as set forth in claim 68, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate

72.   (Previously Presented) A system to implement a method for generating fur comprising:

a memory configured to share data representative of a plurality of hairs representative of a coat of fur; and

a processor coupled to the memory and configured to modify at least one area of hair to provide a visual effect to the area of hair in response to an external influence, comprising for an area:

identifying a hair of a plurality of hairs of the area as a clump-center hair,

identifying an area size,

indicating clump area parameters including clump-density, clump-size, and clump-percent,

determining hairs of the plurality of hairs that are within the area as clump area hairs, the area located according to the clump-center hair and area size,

orienting the clump area hairs according to the clump area parameters including clump-density, clump-size, and clump-percent, and

dynamically varying the clump area parameters including clump-density, clump-size, and clump-percent to make the fur appear increasingly wet and to provide a variety of dry-to-wet fur appearances.

73.   (Previously Presented) The system as set forth in claim 72, wherein the clump area parameters including clump-density, clump-size, and clump-percent are dynamically varied to provide animated clumping effects.

74.   (Previously Presented) The system as set forth in claim 72, wherein orienting the clump area hairs according to clump-percent comprises adjusting a tip of each clump hair to be

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closer to the tip of the clump-center hair, the amount of closeness corresponding to the clump-percent.

75. (Previously Presented) The system as set forth in claim 72, wherein the clump area parameters further comprise a clump-rate, wherein orienting the clump area hairs according to the clump-rate comprises adjusting each clump hair to be attracted to the clump-center hair, the degree of attraction corresponding to the clump-rate.